

Multiplayer Community Designer

Do your friends constantly ask when you are having your next LAN party? Can you calculate the veto percentage of every gametype in a Halo 3 playlist in your head? Do you have more than 100 forum posts on Bungie.net, mostly suggesting “awesome custom gametypes”? If so we have the job for you! Bungie Studios is looking for a passionate, creative and hard-working Community Designer for our Halo 3 Team.

Essential Functions

As a Community Designer on the Halo 3 Team, you will work with the Community Lead and the rest of the Community Team to prolong and tailor the Halo 3 experience by creating new playlists and game variants, dealing with any design problems or bugs that the community runs into, and engaging with the Halo 3 community and responding to their feedback. You will be responsible for maintaining the current playlists, creating new ones for special events, sifting through community-generated content for good or interesting ideas, and supporting our continuing DLC plans. You will also be a full member of the Bungie Design Team, and will be included in the planning and designing of future projects.

Desired Qualifications

- The desire to achieve personal excellence as part of an outstanding team
- A deep understanding of how Halo’s matchmaking, gameplay and community functions
- Good design instincts and an ability to come up with creative ideas to refresh the Halo experience
- A willingness to take design direction when it is offered and collaborate with team members from different disciplines
- The focus and motivation to work independently when needed
- Prior experience managing game communities or working on Multiplayer games required
- Associate level degree or higher a plus